

x DYNACOMP

SPACE TRAP

SPACE TRAP

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1427 Monroe Ave.
Rochester, NY 14618

Your mission, Captain,
If you decide to accept it.
Is to destroy all possible Antharian spacecraft,
Before the Black Hole closes,
Trapping you forever!!

INTRODUCTION

Long range sensors show a fleet of Antharian spacecraft entering the Terran Galaxy from the other side of the universe through a recently opened Black Hole. To save the galaxy, it is your mission to enter the Black Hole and delay the attacking forces long enough to allow the Black Hole to close, trapping all those inside forever!! Once you enter the Black Hole, there is no turning back. Good luck!!

SETTING UP

1. Plug a joystick into Port #1.
2. Put in your Basic ROM Pack.
3. Turn power on.
4. Hit SYSTEM RESET.
5. Rewind tape and set counter to zero.
6. Type CLOAD and press RETURN.
7. Type RUN and press RETURN.
8. A prompt will ask you to enter your last name. Do so, then press RETURN.
9. Press START button to begin game.

PLAYING THE GAME

The object of SPACE TRAP is to score as many points as possible in each of four rounds by destroying as many enemy spacecraft as possible. Using your joystick to maneuver around the playfield, aim your laser at one of the enemy spacecraft and then press the fire button. Be careful. Crashing into a wall of the Black Hole results in a loss of points [(1*ROUND) points]. A collision with an Antharian spacecraft is a penalty equal to the points (and fuel) that would have been scored for that ship's destruction. NOTE: Every fifth crash into a wall returns you to the middle of the playfield. As the rounds progress, the walls of the Black Hole close in around you making it more difficult to do battle. The round ends when all the fuel has been exhausted or 14 alien ships have been destroyed.

SCORING

White Antharian Spaceship = 5 points.
Red Antharian Spaceship = 10 points plus a bonus of 10 units of fuel.

NOTE: These are the base point values. To get the actual points scored, multiply the base points by the round number.

BONUS POINTS: If at the end of a round there is any unused fuel (14 ships destroyed in a round), bonus points are awarded. Bonus points are calculated by multiplying the amount of fuel remaining by the round number.

FINAL RATING

At the end of the game, you will be rated by Admiral Atari of Star Command. The rating will be based on the number of points scored as follows:

0 - 299	POOR
300 - 599	GOOD
600 - 999	VERY GOOD
1000+	EXCELLENT

HINTS

Your instrument panel displays your vertical and horizontal speed. Maximum values are plus and minus two. When nearing an Antharian spacecraft or a wall, watch your speed to avoid crashing.

It will take you a few games to get use to maneuvering your ship. Don't get discouraged. Good scores are possible with a little practice.

GOOD LUCK!!